[A.NET (A#/A sharp)](https://en.wikipedia.org/wiki/A_Sharp_(.NET)" \o "A Sharp (.NET))

[A-0 System](https://en.wikipedia.org/wiki/A-0_System)

[A+ (A plus)](https://en.wikipedia.org/wiki/A%2B_(programming_language))

[ABAP](https://en.wikipedia.org/wiki/ABAP)

[ABC](https://en.wikipedia.org/wiki/ABC_(programming_language))

[ABC ALGOL](https://en.wikipedia.org/wiki/ABC_ALGOL)

[ACC](https://en.wikipedia.org/wiki/ACC_(programming_language))

[Accent (Rational Synergy)](https://en.wikipedia.org/wiki/Accent_(programming_language))

[Ace DASL (Distributed Application Specification Language)](https://en.wikipedia.org/wiki/Distributed_Application_Specification_Language)

[Action!](https://en.wikipedia.org/wiki/Action!_(programming_language))

[ActionScript](https://en.wikipedia.org/wiki/ActionScript)

[Actor](https://en.wikipedia.org/wiki/Actor_(programming_language))

[Ada](https://en.wikipedia.org/wiki/Ada_(programming_language))

[Adenine (Haystack)](https://en.wikipedia.org/wiki/Adenine_(programming_language))

[AdvPL](https://en.wikipedia.org/wiki/AdvPL)

[Agda](https://en.wikipedia.org/wiki/Agda_(theorem_prover))

[Agilent VEE (Keysight VEE)](https://en.wikipedia.org/wiki/Agilent_VEE)

[Agora](https://en.wikipedia.org/wiki/Agora_(programming_language))

[AIMMS](https://en.wikipedia.org/wiki/AIMMS)

[Aldor](https://en.wikipedia.org/wiki/Aldor)

[Alef](https://en.wikipedia.org/wiki/Alef_(programming_language))

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[Alice (Alice ML)](https://en.wikipedia.org/wiki/Alice_(programming_language))

[Alma-0](https://en.wikipedia.org/wiki/Alma-0)

[AmbientTalk](https://en.wikipedia.org/wiki/AmbientTalk)

[Amiga E](https://en.wikipedia.org/wiki/Amiga_E)

[AMOS (AMOS BASIC)](https://en.wikipedia.org/wiki/AMOS_(programming_language))

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[AngelScript](https://en.wikipedia.org/wiki/AngelScript)

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[Apex (Salesforce.com, Inc)](https://en.wikipedia.org/wiki/Apex_(programming_language))

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[App Inventor for Android's visual block language (MIT App Inventor)](https://en.wikipedia.org/wiki/App_Inventor_for_Android_(programming_language))

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[APT](https://en.wikipedia.org/wiki/APT_(programming_language))

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[B](https://en.wikipedia.org/wiki/B_(programming_language))

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[bc (basic calculator)](https://en.wikipedia.org/wiki/Bc_(programming_language))

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[C++](https://en.wikipedia.org/wiki/C%2B%2B) (C plus plus) – ISO/IEC 14882

[C\*](https://en.wikipedia.org/wiki/C*)

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[eC](https://en.wikipedia.org/wiki/EC_(programming_language))

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[es](https://en.wikipedia.org/wiki/Es_(Unix_shell))

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[Euclid](https://en.wikipedia.org/wiki/Euclid_(programming_language))

[Euler](https://en.wikipedia.org/wiki/Euler_(programming_language))

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[EusLisp Robot Programming Language](https://en.wikipedia.org/wiki/EusLisp_Robot_Programming_Language)

[CMS EXEC](https://en.wikipedia.org/wiki/CMS_EXEC) (EXEC)

[EXEC 2](https://en.wikipedia.org/wiki/EXEC_2)

[Executable UML](https://en.wikipedia.org/wiki/Executable_UML)

[Ezhil](https://en.wikipedia.org/wiki/Ezhil_(programming_language))

[F](https://en.wikipedia.org/wiki/F_(programming_language))

[F# (F sharp)](https://en.wikipedia.org/wiki/F_Sharp_(programming_language))

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[Factor](https://en.wikipedia.org/wiki/Factor_(programming_language))

[Fantom](https://en.wikipedia.org/wiki/Fantom_(programming_language))

[FAUST](https://en.wikipedia.org/wiki/FAUST_(programming_language))

[FFP](https://en.wikipedia.org/wiki/FFP_(programming_language))

[fish](https://en.wikipedia.org/wiki/Friendly_interactive_shell)

[Fjölnir](https://en.wikipedia.org/wiki/Fj%C3%B6lnir_(programming_language))

[FL](https://en.wikipedia.org/wiki/FL_(programming_language))

[FlagShip](https://en.wikipedia.org/wiki/FlagShip)

[Flavors](https://en.wikipedia.org/wiki/Flavors_(programming_language))

[Flex](https://en.wikipedia.org/wiki/Flex_(language))

[Flix](https://en.wikipedia.org/wiki/Flix_(programming_language))

[FlooP](https://en.wikipedia.org/wiki/BlooP_and_FlooP)

[FLOW-MATIC (B0)](https://en.wikipedia.org/wiki/FLOW-MATIC)

[FOCAL (Formulating On-Line Calculations in Algebraic Language/FOrmula CALculator)](https://en.wikipedia.org/wiki/FOCAL_(programming_language))

[FOCUS](https://en.wikipedia.org/wiki/FOCUS)

[FOIL](https://en.wikipedia.org/wiki/FOIL_(programming_language))

[FORMAC (FORMula MAnipulation Compiler)](https://en.wikipedia.org/wiki/FORMAC_(programming_language))

[@Formula](https://en.wikipedia.org/wiki/Formula_language)

[Forth](https://en.wikipedia.org/wiki/Forth_(programming_language))

[Fortran](https://en.wikipedia.org/wiki/Fortran) – ISO/IEC 1539

[Fortress](https://en.wikipedia.org/wiki/Fortress_(programming_language))

[FP](https://en.wikipedia.org/wiki/FP_(programming_language))

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[Franz Lisp](https://en.wikipedia.org/wiki/Franz_Lisp)

[Futhark](https://en.wikipedia.org/wiki/Futhark_(programming_language))

[F-Script](https://en.wikipedia.org/wiki/F-Script_(programming_language))

[Game Maker Language](https://en.wikipedia.org/wiki/Game_Maker_Language) ([Scripting language](https://en.wikipedia.org/wiki/Scripting_language))

[GameMonkey Script](https://en.wikipedia.org/wiki/GameMonkey_Script)

[GAMS (General Algebraic Modeling System)](https://en.wikipedia.org/wiki/General_Algebraic_Modeling_System)

[GAP](https://en.wikipedia.org/wiki/GAP_computer_algebra_system)

[G-code](https://en.wikipedia.org/wiki/G-code)

[GDScript (Godot)](https://en.wikipedia.org/wiki/Godot_(game_engine))

[Genie](https://en.wikipedia.org/wiki/Genie_(programming_language))

[GDL (Geometric Description Language)](https://en.wikipedia.org/wiki/Geometric_Description_Language)

[GEORGE](https://en.wikipedia.org/wiki/GEORGE_(programming_language))

[GLSL (OpenGL Shading Language)](https://en.wikipedia.org/wiki/OpenGL_Shading_Language)

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[GNU Guile (GNU Ubiquitous Intelligent Language for Extensions)](https://en.wikipedia.org/wiki/GNU_Guile)

[Go](https://en.wikipedia.org/wiki/Go_(programming_language))

[Go!](https://en.wikipedia.org/wiki/Go!_(programming_language))

[GOAL (Game Oriented Assembly Lisp)](https://en.wikipedia.org/wiki/Game_Oriented_Assembly_Lisp)

[Gödel](https://en.wikipedia.org/wiki/G%C3%B6del_(programming_language))

[Golo](https://en.wikipedia.org/wiki/Golo_(programming_language))

[GOM (Good Old Mad)](https://en.wikipedia.org/wiki/MAD_(programming_language))

[Google Apps Script](https://en.wikipedia.org/wiki/Google_Apps_Script)

[Gosu](https://en.wikipedia.org/wiki/Gosu_(programming_language))

[GOTRAN (IBM 1620)](https://en.wikipedia.org/wiki/IBM_1620#GOTRAN)

[GPSS (General Purpose Simulation System)](https://en.wikipedia.org/wiki/GPSS)

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[Lynx](https://en.wikipedia.org/wiki/Lynx_(programming_language))

[M Formula language](https://en.wikipedia.org/wiki/M_Formula_language)

[M2001](https://en.wikipedia.org/wiki/M2001)

[M4](https://en.wikipedia.org/wiki/M4_(computer_language))

[M#](https://en.wikipedia.org/wiki/M_Sharp_(programming_language))

[Machine code](https://en.wikipedia.org/wiki/Machine_code)

[MAD](https://en.wikipedia.org/wiki/MAD_(programming_language)) (Michigan Algorithm Decoder)

[MAD/I](https://en.wikipedia.org/wiki/MAD_(programming_language))

[Magik](https://en.wikipedia.org/wiki/Magik_(programming_language))

[Magma](https://en.wikipedia.org/wiki/Magma_computer_algebra_system)

[Máni](https://en.wikipedia.org/wiki/M%C3%A1ni)

[Maple](https://en.wikipedia.org/wiki/Maple_(software))

[MAPPER](https://en.wikipedia.org/wiki/MAPPER) (now part of BIS)

[MARK-IV](https://en.wikipedia.org/wiki/MARK_IV_(software)) (now VISION:BUILDER)

[Mary](https://en.wikipedia.org/wiki/Mary_(programming_language))

[MATLAB](https://en.wikipedia.org/wiki/MATLAB)

[MASM Microsoft Assembly x86](https://en.wikipedia.org/wiki/Microsoft_Macro_Assembler)

[MATH-MATIC](https://en.wikipedia.org/wiki/MATH-MATIC)

[Maude system](https://en.wikipedia.org/wiki/Maude_system)

[Maxima](https://en.wikipedia.org/wiki/Maxima_(software)) (see also [Macsyma](https://en.wikipedia.org/wiki/Macsyma" \o "Macsyma))

[Max](https://en.wikipedia.org/wiki/Max_(software)) (Max Msp – Graphical Programming Environment)

[MaxScript](https://en.wikipedia.org/wiki/Autodesk_3ds_Max) internal language 3D Studio Max

[Maya (MEL)](https://en.wikipedia.org/wiki/Maya_Embedded_Language)

[MDL](https://en.wikipedia.org/wiki/MDL_(programming_language))

[Mercury](https://en.wikipedia.org/wiki/Mercury_(programming_language))

[Mesa](https://en.wikipedia.org/wiki/Mesa_(programming_language))

[MHEG-5 (Interactive TV programming language)](https://en.wikipedia.org/wiki/MHEG-5)

[Microcode](https://en.wikipedia.org/wiki/Microassembler)

[MicroScript](https://en.wikipedia.org/w/index.php?title=MicroScript_(programming_language)&action=edit&redlink=1)

[Microsoft Power Fx](https://en.wikipedia.org/wiki/Microsoft_Power_Fx)

[MIIS](https://en.wikipedia.org/wiki/MIIS_(programming_language))

[Milk (programming language)](https://en.wikipedia.org/wiki/Milk_(programming_language))

[MIMIC](https://en.wikipedia.org/wiki/MIMIC)

[Mirah](https://en.wikipedia.org/wiki/Mirah_(programming_language))

[Miranda](https://en.wikipedia.org/wiki/Miranda_(programming_language))

[MIVA Script](https://en.wikipedia.org/wiki/MIVA_Script)

[ML](https://en.wikipedia.org/wiki/ML_(programming_language))

[Model 204](https://en.wikipedia.org/wiki/Model_204)

[Modelica](https://en.wikipedia.org/wiki/Modelica)

[Modula](https://en.wikipedia.org/wiki/Modula)

[Modula-2](https://en.wikipedia.org/wiki/Modula-2)

[Modula-3](https://en.wikipedia.org/wiki/Modula-3)

[Mohol](https://en.wikipedia.org/wiki/Mohol_programming_languages)

[MOO](https://en.wikipedia.org/wiki/MOO_(programming_language))

[Mortran](https://en.wikipedia.org/wiki/Mortran)

[Mouse](https://en.wikipedia.org/wiki/Mouse_(programming_language))

[MPD](https://en.wikipedia.org/wiki/MPD_(programming_language))

[MSL](https://en.wikipedia.org/wiki/MIRC_scripting_language)

[MUMPS](https://en.wikipedia.org/wiki/MUMPS)

[MuPAD](https://en.wikipedia.org/wiki/MuPAD)

[Mutan](https://en.wikipedia.org/wiki/Ethereum#Programming_languages)

[Mystic Programming Language](https://en.wikipedia.org/wiki/Mystic_BBS) (MPL)

[NASM](https://en.wikipedia.org/wiki/Netwide_Assembler)

[Napier88](https://en.wikipedia.org/wiki/Napier88)

[Neko](https://en.wikipedia.org/wiki/Neko_(programming_language))

[Nemerle](https://en.wikipedia.org/wiki/Nemerle)

[NESL](https://en.wikipedia.org/wiki/NESL)

[Net.Data](https://en.wikipedia.org/wiki/Net.Data)

[NetLogo](https://en.wikipedia.org/wiki/NetLogo)

[NetRexx](https://en.wikipedia.org/wiki/NetRexx)

[NewLISP](https://en.wikipedia.org/wiki/NewLISP)

[NEWP](https://en.wikipedia.org/wiki/NEWP)

[Newspeak](https://en.wikipedia.org/wiki/Newspeak_(programming_language))

[NewtonScript](https://en.wikipedia.org/wiki/NewtonScript)

[Nial](https://en.wikipedia.org/wiki/Nial)

[Nickle](https://en.wikipedia.org/wiki/Nickle_(programming_language)) ([NITIN](https://en.wikipedia.org/wiki/Nickle_(programming_language)))

[Nim](https://en.wikipedia.org/wiki/Nim_(programming_language))

[Nix (Systems configuration language)](https://en.wikipedia.org/wiki/Nix_package_manager)

[NPL](https://en.wikipedia.org/wiki/NORD_Programming_Language)

[Not eXactly C](https://en.wikipedia.org/wiki/Not_eXactly_C) (NXC)

[Not Quite C](https://en.wikipedia.org/wiki/Not_Quite_C) (NQC)

[NSIS](https://en.wikipedia.org/wiki/Nullsoft_Scriptable_Install_System)

[Nu](https://en.wikipedia.org/wiki/Nu_(programming_language))

[NWScript](https://en.wikipedia.org/wiki/NWScript)

[NXT-G](https://en.wikipedia.org/wiki/NXT-G)

[o:XML](https://en.wikipedia.org/wiki/O:XML)

[Oak](https://en.wikipedia.org/wiki/Oak_(programming_language))

[Oberon](https://en.wikipedia.org/wiki/Oberon_(programming_language))

[OBJ2](https://en.wikipedia.org/wiki/OBJ2)

[Object Lisp](https://en.wikipedia.org/wiki/Object_Lisp)

[ObjectLOGO](https://en.wikipedia.org/wiki/ObjectLOGO)

[Object REXX](https://en.wikipedia.org/wiki/Object_REXX)

[Object Pascal](https://en.wikipedia.org/wiki/Object_Pascal)

[Objective-C](https://en.wikipedia.org/wiki/Objective-C)

[Objective-J](https://en.wikipedia.org/wiki/Objective-J)

[Obliq](https://en.wikipedia.org/wiki/Obliq)

[OCaml](https://en.wikipedia.org/wiki/OCaml)

[occam](https://en.wikipedia.org/wiki/Occam_(programming_language))

[occam-π](https://en.wikipedia.org/wiki/Occam-%CF%80)

[Octave](https://en.wikipedia.org/wiki/GNU_Octave)

[OmniMark](https://en.wikipedia.org/wiki/OmniMark)

[Opa](https://en.wikipedia.org/wiki/Opa_(programming_language))

[Opal](https://en.wikipedia.org/wiki/Opal_(programming_language))

[Open Programming Language](https://en.wikipedia.org/wiki/Open_Programming_Language) (OPL)

[OpenCL](https://en.wikipedia.org/wiki/OpenCL)

[OpenEdge Advanced Business Language](https://en.wikipedia.org/wiki/OpenEdge_Advanced_Business_Language) (ABL)

[OpenVera](https://en.wikipedia.org/wiki/OpenVera)

[OPS5](https://en.wikipedia.org/wiki/OPS5)

[OptimJ](https://en.wikipedia.org/wiki/OptimJ)

[Orc](https://en.wikipedia.org/wiki/Orc_(programming_language))

[ORCA/Modula-2](https://en.wikipedia.org/wiki/ORCA/Modula-2)

[Oriel](https://en.wikipedia.org/wiki/Oriel_(scripting_language))

[Orwell](https://en.wikipedia.org/wiki/Orwell_(programming_language))

[Oxygene](https://en.wikipedia.org/wiki/Oxygene_(programming_language))

[Oz](https://en.wikipedia.org/wiki/Oz_(programming_language))

[P](https://en.wikipedia.org/wiki/P_(programming_language))

[P4](https://en.wikipedia.org/wiki/P4_(programming_language))

[P′′](https://en.wikipedia.org/wiki/P%E2%80%B2%E2%80%B2)

[ParaSail](https://en.wikipedia.org/wiki/ParaSail_(programming_language))

[PARI/GP](https://en.wikipedia.org/wiki/PARI/GP)

[Pascal](https://en.wikipedia.org/wiki/Pascal_(programming_language)) – ISO 7185

[Pascal Script](https://en.wikipedia.org/wiki/Pascal_Script)

[PCASTL](https://en.wikipedia.org/wiki/PCASTL)

[PCF](https://en.wikipedia.org/wiki/Programming_language_for_Computable_Functions)

[PEARL](https://en.wikipedia.org/wiki/PEARL_(programming_language))

[PeopleCode](https://en.wikipedia.org/wiki/PeopleCode)

[Perl](https://en.wikipedia.org/wiki/Perl)

[PDL](https://en.wikipedia.org/wiki/Perl_Data_Language)

[Pharo](https://en.wikipedia.org/wiki/Pharo)

[PHP](https://en.wikipedia.org/wiki/PHP)

[Pico](https://en.wikipedia.org/wiki/Pico_(programming_language))

[Picolisp](https://en.wikipedia.org/wiki/Picolisp)

[Pict](https://en.wikipedia.org/wiki/Pict_(programming_language))

[Pike](https://en.wikipedia.org/wiki/Pike_(programming_language))

[PILOT](https://en.wikipedia.org/wiki/PILOT)

[Pipelines](https://en.wikipedia.org/wiki/Hartmann_pipeline)

[Pizza](https://en.wikipedia.org/wiki/Pizza_(programming_language))

[PL-11](https://en.wikipedia.org/wiki/PL-11)

[PL/0](https://en.wikipedia.org/wiki/PL/0)

[PL/B](https://en.wikipedia.org/wiki/Programming_Language_for_Business)

[PL/C](https://en.wikipedia.org/wiki/PL/C)

[PL/I](https://en.wikipedia.org/wiki/PL/I) – ISO 6160

[PL/M](https://en.wikipedia.org/wiki/PL/M)

[PL/P](https://en.wikipedia.org/wiki/PL/P)

[PL/S](https://en.wikipedia.org/wiki/PL/S)

[PL/SQL](https://en.wikipedia.org/wiki/PL/SQL)

[PL360](https://en.wikipedia.org/wiki/PL360)

[PLANC](https://en.wikipedia.org/wiki/PLANC)

[Plankalkül](https://en.wikipedia.org/wiki/Plankalk%C3%BCl)

[Planner](https://en.wikipedia.org/wiki/Planner_(programming_language))

[PLEX](https://en.wikipedia.org/wiki/PLEX_(programming_language))

[PLEXIL](https://en.wikipedia.org/wiki/PLEXIL)

[Plus](https://en.wikipedia.org/wiki/Plus_(programming_language))

[POP-11](https://en.wikipedia.org/wiki/POP-11)

[POP-2](https://en.wikipedia.org/wiki/POP-2)

[PostScript](https://en.wikipedia.org/wiki/PostScript)

[PortablE](https://en.wikipedia.org/wiki/Amiga_E#PortablE)

[POV-Ray SDL](https://en.wikipedia.org/wiki/POV-Ray)

[Powerhouse](https://en.wikipedia.org/wiki/Powerhouse_(programming_language))

[PowerBuilder](https://en.wikipedia.org/wiki/PowerBuilder) – 4GL GUI application generator from Sybase

[PowerShell](https://en.wikipedia.org/wiki/PowerShell)

[PPL](https://en.wikipedia.org/wiki/Polymorphic_Programming_Language)

[Processing](https://en.wikipedia.org/wiki/Processing_(programming_language))

[Processing.js](https://en.wikipedia.org/wiki/Processing.js)

[Prograph](https://en.wikipedia.org/wiki/Prograph)

[Project Verona](https://en.wikipedia.org/wiki/Project_Verona)

[Prolog](https://en.wikipedia.org/wiki/Prolog)

[PROMAL](https://en.wikipedia.org/wiki/PROMAL)

[Promela](https://en.wikipedia.org/wiki/Promela)

[PROSE modeling language](https://en.wikipedia.org/wiki/PROSE_modeling_language)

[PROTEL](https://en.wikipedia.org/wiki/Protel)

[ProvideX](https://en.wikipedia.org/wiki/ProvideX)

[Pro\*C](https://en.wikipedia.org/wiki/Pro*C)

[Pure](https://en.wikipedia.org/wiki/Pure_(programming_language))

[Pure Data](https://en.wikipedia.org/wiki/Pure_Data)

[PureScript](https://en.wikipedia.org/wiki/PureScript)

[Python](https://en.wikipedia.org/wiki/Python_(programming_language))

[Q (programming language from Kx Systems)](https://en.wikipedia.org/wiki/Q_(programming_language_from_Kx_Systems))

[Q# (Microsoft programming language)](https://en.wikipedia.org/wiki/Q_Sharp)

[Qalb](https://en.wikipedia.org/wiki/Qalb_(programming_language))

[Quantum Computation Language](https://en.wikipedia.org/wiki/Quantum_Computation_Language)

[QtScript](https://en.wikipedia.org/wiki/QtScript)

[QuakeC](https://en.wikipedia.org/wiki/QuakeC)

[QPL](https://en.wikipedia.org/wiki/Quantum_programming)

[.QL](https://en.wikipedia.org/wiki/.QL)

[R](https://en.wikipedia.org/wiki/R_(programming_language))

[R++](https://en.wikipedia.org/wiki/R%2B%2B)

[Racket](https://en.wikipedia.org/wiki/Racket_(programming_language))

[Raku](https://en.wikipedia.org/wiki/Raku_(programming_language))

[RAPID](https://en.wikipedia.org/wiki/RAPID)

[Rapira](https://en.wikipedia.org/wiki/Rapira)

[Ratfiv](https://en.wikipedia.org/wiki/Ratfiv)

[Ratfor](https://en.wikipedia.org/wiki/Ratfor)

[rc](https://en.wikipedia.org/wiki/Rc)

[Reason](https://en.wikipedia.org/wiki/Reason_(programming_language))

[REBOL](https://en.wikipedia.org/wiki/REBOL)

[Red](https://en.wikipedia.org/wiki/Red_(programming_language))

[Redcode](https://en.wikipedia.org/wiki/Core_War)

[REFAL](https://en.wikipedia.org/wiki/REFAL)

[REXX](https://en.wikipedia.org/wiki/REXX)

[ROOP](https://en.wikipedia.org/wiki/ROOP_(programming_language))

[RPG](https://en.wikipedia.org/wiki/IBM_RPG)

[RPL](https://en.wikipedia.org/wiki/RPL_(programming_language))

[RSL](https://en.wikipedia.org/wiki/Robot_Battle#Robot_scripting_language)

[RTL/2](https://en.wikipedia.org/wiki/RTL/2)

[Ruby](https://en.wikipedia.org/wiki/Ruby_(programming_language))

[Rust](https://en.wikipedia.org/wiki/Rust_(programming_language))

[S](https://en.wikipedia.org/wiki/S_(programming_language))

[S2](https://en.wikipedia.org/wiki/S2_(programming_language))

[S3](https://en.wikipedia.org/wiki/S3_(programming_language))

[S-Lang](https://en.wikipedia.org/wiki/S-Lang_(programming_language))

[S-PLUS](https://en.wikipedia.org/wiki/S-PLUS)

[SA-C](https://en.wikipedia.org/wiki/SA-C_(programming_language))

[SabreTalk](https://en.wikipedia.org/wiki/SabreTalk)

[SAIL](https://en.wikipedia.org/wiki/SAIL_(programming_language))

[SAKO](https://en.wikipedia.org/wiki/SAKO_(programming_language))

[SAS](https://en.wikipedia.org/wiki/SAS_System)

[SASL](https://en.wikipedia.org/wiki/SASL_(programming_language))

[Sather](https://en.wikipedia.org/wiki/Sather)

[Sawzall](https://en.wikipedia.org/wiki/Sawzall_(programming_language))

[Scala](https://en.wikipedia.org/wiki/Scala_(programming_language))

[Scheme](https://en.wikipedia.org/wiki/Scheme_(programming_language))

[Scilab](https://en.wikipedia.org/wiki/Scilab)

[Scratch](https://en.wikipedia.org/wiki/Scratch_(programming_language))

[Script.NET](https://en.wikipedia.org/wiki/Script.NET)

[Sed](https://en.wikipedia.org/wiki/Sed)

[Seed7](https://en.wikipedia.org/wiki/Seed7)

[Self](https://en.wikipedia.org/wiki/Self_(programming_language))

[SenseTalk](https://en.wikipedia.org/wiki/SenseTalk)

[SequenceL](https://en.wikipedia.org/wiki/SequenceL)

[Serpent](https://en.wikipedia.org/wiki/Ethereum#Programming_languages)

[SETL](https://en.wikipedia.org/wiki/SETL)

[Short Code](https://en.wikipedia.org/wiki/Short_Code_(computer_language))

[SIMPOL](https://en.wikipedia.org/wiki/Superbase_database#History)

[SIGNAL](https://en.wikipedia.org/wiki/SIGNAL_(programming_language))

[SiMPLE](https://en.wikipedia.org/wiki/SiMPLE)

[SIMSCRIPT](https://en.wikipedia.org/wiki/SIMSCRIPT)

[Simula](https://en.wikipedia.org/wiki/Simula)

[Simulink](https://en.wikipedia.org/wiki/Simulink)

[SISAL](https://en.wikipedia.org/wiki/SISAL)

[SLIP](https://en.wikipedia.org/wiki/SLIP_(programming_language))

[SMALL](https://en.wikipedia.org/wiki/SMALL)

[Smalltalk](https://en.wikipedia.org/wiki/Smalltalk)

[SML](https://en.wikipedia.org/wiki/Standard_ML)

[Strongtalk](https://en.wikipedia.org/wiki/Strongtalk)

[Snap!](https://en.wikipedia.org/wiki/Snap!_(programming_language))

[SNOBOL](https://en.wikipedia.org/wiki/SNOBOL) ([SPITBOL](https://en.wikipedia.org/wiki/SPITBOL_compiler))

[Snowball](https://en.wikipedia.org/wiki/Snowball_programming_language)

[SOL](https://en.wikipedia.org/wiki/Secure_Operations_Language)

[Solidity](https://en.wikipedia.org/wiki/Solidity)

[SOPHAEROS](https://en.wikipedia.org/wiki/SOPHAEROS)

[Source](https://en.wikipedia.org/wiki/Source_(programming_language))

[SPARK](https://en.wikipedia.org/wiki/SPARK_(programming_language))

[Speakeasy](https://en.wikipedia.org/wiki/Speakeasy_(computational_environment))

[Speedcode](https://en.wikipedia.org/wiki/Speedcoding)

[SPIN](https://en.wikipedia.org/wiki/Parallax_Propeller)

[SP/k](https://en.wikipedia.org/wiki/SP/k)

[SPS](https://en.wikipedia.org/wiki/IBM_1401_Symbolic_Programming_System)

[SQL](https://en.wikipedia.org/wiki/SQL)

[SQR](https://en.wikipedia.org/wiki/SQR)

[Squeak](https://en.wikipedia.org/wiki/Squeak)

[Squirrel](https://en.wikipedia.org/wiki/Squirrel_(programming_language))

[SR](https://en.wikipedia.org/wiki/SR_(programming_language))

[S/SL](https://en.wikipedia.org/wiki/S/SL_programming_language)

[Starlogo](https://en.wikipedia.org/wiki/Starlogo)

[Strand](https://en.wikipedia.org/wiki/Strand_(programming_language))

[Stata](https://en.wikipedia.org/wiki/Stata)

[Stateflow](https://en.wikipedia.org/wiki/Stateflow)

[Subtext](https://en.wikipedia.org/wiki/Subtext_(programming_language))

[SBL](https://en.wikipedia.org/wiki/Superbase_database)

[SuperCollider](https://en.wikipedia.org/wiki/SuperCollider)

[Superplan](https://en.wikipedia.org/wiki/Superplan)

[SuperTalk](https://en.wikipedia.org/wiki/SuperTalk)

[Swift (Apple programming language)](https://en.wikipedia.org/wiki/Swift_(programming_language))

[Swift (parallel scripting language)](https://en.wikipedia.org/wiki/Swift_(parallel_scripting_language))

[SYMPL](https://en.wikipedia.org/wiki/SYMPL)

[SystemVerilog](https://en.wikipedia.org/wiki/SystemVerilog)

[T](https://en.wikipedia.org/wiki/T_(programming_language))

[TACL](https://en.wikipedia.org/wiki/TACL)

[TACPOL](https://en.wikipedia.org/wiki/TACPOL_(programming_language))

[TADS (Text Adventure Development System)](https://en.wikipedia.org/wiki/TADS)

[TAL](https://en.wikipedia.org/wiki/Transaction_Application_Language)

[Tcl](https://en.wikipedia.org/wiki/Tcl)

[Tea](https://en.wikipedia.org/wiki/Tea_(programming_language))

[TECO (Text Editor and Corrector)](https://en.wikipedia.org/wiki/Text_Editor_and_Corrector)

[TELCOMP](https://en.wikipedia.org/wiki/TELCOMP)

[TeX](https://en.wikipedia.org/wiki/TeX)

[TEX (Text Executive Programming Language)](https://en.wikipedia.org/wiki/Text_Executive_Programming_Language)

[TIE](https://en.wikipedia.org/wiki/Tensilica_Instruction_Extension)

[TMG (TransMo Griffer)](https://en.wikipedia.org/wiki/TMG_(language)), compiler-compiler

[Tom](https://en.wikipedia.org/wiki/Tom_(pattern_matching_language))

[Toi](https://en.wikipedia.org/wiki/Toi_(programming_language))

[Topspeed (Clarion)](https://en.wikipedia.org/wiki/Clarion_(programming_language))

[TPU (Text Processing Utility)](https://en.wikipedia.org/wiki/Text_Processing_Utility)

[Trac](https://en.wikipedia.org/wiki/TRAC_(programming_language))

[TTM](https://en.wikipedia.org/wiki/TTM_(programming_language))

[T-SQL (Transact-SQL)](https://en.wikipedia.org/wiki/Transact-SQL)

[Transcript (LiveCode)](https://en.wikipedia.org/wiki/Transcript_(programming_language))

[TTCN (Tree and Tabular Combined Notation)](https://en.wikipedia.org/wiki/TTCN)

[Turing](https://en.wikipedia.org/wiki/Turing_(programming_language))

[TUTOR (PLATO Author Language)](https://en.wikipedia.org/wiki/TUTOR_(programming_language))

[TXL](https://en.wikipedia.org/wiki/TXL_(programming_language))

[TypeScript](https://en.wikipedia.org/wiki/TypeScript)

[Tynker](https://en.wikipedia.org/wiki/Tynker)

[Ubercode](https://en.wikipedia.org/wiki/Ubercode)

[UCSD Pascal](https://en.wikipedia.org/wiki/UCSD_Pascal)

[Umple](https://en.wikipedia.org/wiki/Umple)

[Unicon](https://en.wikipedia.org/wiki/Unicon_(programming_language))

[Uniface](https://en.wikipedia.org/wiki/Uniface_(programming_language))

[UNITY](https://en.wikipedia.org/wiki/UNITY_(programming_language))

[UnrealScript](https://en.wikipedia.org/wiki/UnrealScript)

[Vala](https://en.wikipedia.org/wiki/Vala_(programming_language))

[Vim script](https://en.wikipedia.org/wiki/Vim_(text_editor)#Vim_script)

[Viper (Ethereum/Ether (ETH))](https://en.wikipedia.org/wiki/Ethereum#Smart_contracts)

[Visual DataFlex](https://en.wikipedia.org/wiki/Visual_DataFlex)

[Visual DialogScript](https://en.wikipedia.org/wiki/Visual_DialogScript)

[Visual FoxPro](https://en.wikipedia.org/wiki/Visual_FoxPro)

[Visual J++ (Visual J plus plus)](https://en.wikipedia.org/wiki/Visual_J%2B%2B)

[Visual LISP](https://en.wikipedia.org/wiki/AutoLISP)

[Visual Objects](https://en.wikipedia.org/wiki/Visual_Objects)

[Visual Prolog](https://en.wikipedia.org/wiki/Visual_Prolog)

[WATFIV, WATFOR (WATerloo FORtran IV)](https://en.wikipedia.org/wiki/WATFIV_(programming_language))

[WebAssembly](https://en.wikipedia.org/wiki/WebAssembly)

[WebDNA](https://en.wikipedia.org/wiki/WebDNA)

[Whiley](https://en.wikipedia.org/wiki/Whiley_(programming_language))

[Winbatch](https://en.wikipedia.org/wiki/Winbatch)

[Wolfram Language](https://en.wikipedia.org/wiki/Wolfram_Language)

[Wyvern](https://en.wikipedia.org/wiki/Wyvern_(programming_language))

[X++ (X plus plus/Microsoft Dynamics AX)](https://en.wikipedia.org/wiki/X%2B%2B)

[X10](https://en.wikipedia.org/wiki/X10_(programming_language))

[xBase++ (xBase plus plus)](https://en.wikipedia.org/wiki/XBase%2B%2B)

[XBL](https://en.wikipedia.org/wiki/XBL)

[XC](https://en.wikipedia.org/wiki/XC_(programming_language)) (targets [XMOS architecture](https://en.wikipedia.org/wiki/XCore_XS1))

[xHarbour](https://en.wikipedia.org/wiki/XHarbour)

[XL](https://en.wikipedia.org/wiki/XL_(programming_language))

[Xojo](https://en.wikipedia.org/wiki/Xojo)

[XOTcl](https://en.wikipedia.org/wiki/XOTcl)

[Xod](https://en.wikipedia.org/wiki/XOD_(programming_language))

[XPL](https://en.wikipedia.org/wiki/XPL)

[XPL0](https://en.wikipedia.org/wiki/XPL0)

[XQuery](https://en.wikipedia.org/wiki/XQuery)

[XSB](https://en.wikipedia.org/wiki/XSB)

[XSharp (X#)](https://en.wikipedia.org/wiki/XSharp)

[XSLT](https://en.wikipedia.org/wiki/XSLT)

[Xtend](https://en.wikipedia.org/wiki/Xtend)

Y

[Yorick](https://en.wikipedia.org/wiki/Yorick_(programming_language))

[YQL](https://en.wikipedia.org/wiki/YQL_(programming_language))

[Yoix](https://en.wikipedia.org/wiki/Yoix)

[Z notation](https://en.wikipedia.org/wiki/Z_notation)

[Z shell](https://en.wikipedia.org/wiki/Z_shell)

[Zebra, ZPL, ZPL2](https://en.wikipedia.org/wiki/Zebra_(programming_language))

[Zeno](https://en.wikipedia.org/wiki/Zeno_(programming_language))

[ZetaLisp](https://en.wikipedia.org/wiki/ZetaLisp)

[Zig](https://en.wikipedia.org/wiki/Zig_(programming_language))

[ZOPL](https://en.wikipedia.org/wiki/ZOPL)

[ZPL](https://en.wikipedia.org/wiki/ZPL_(programming_language))

[Z++](https://en.wikipedia.org/wiki/Z%2B%2B)